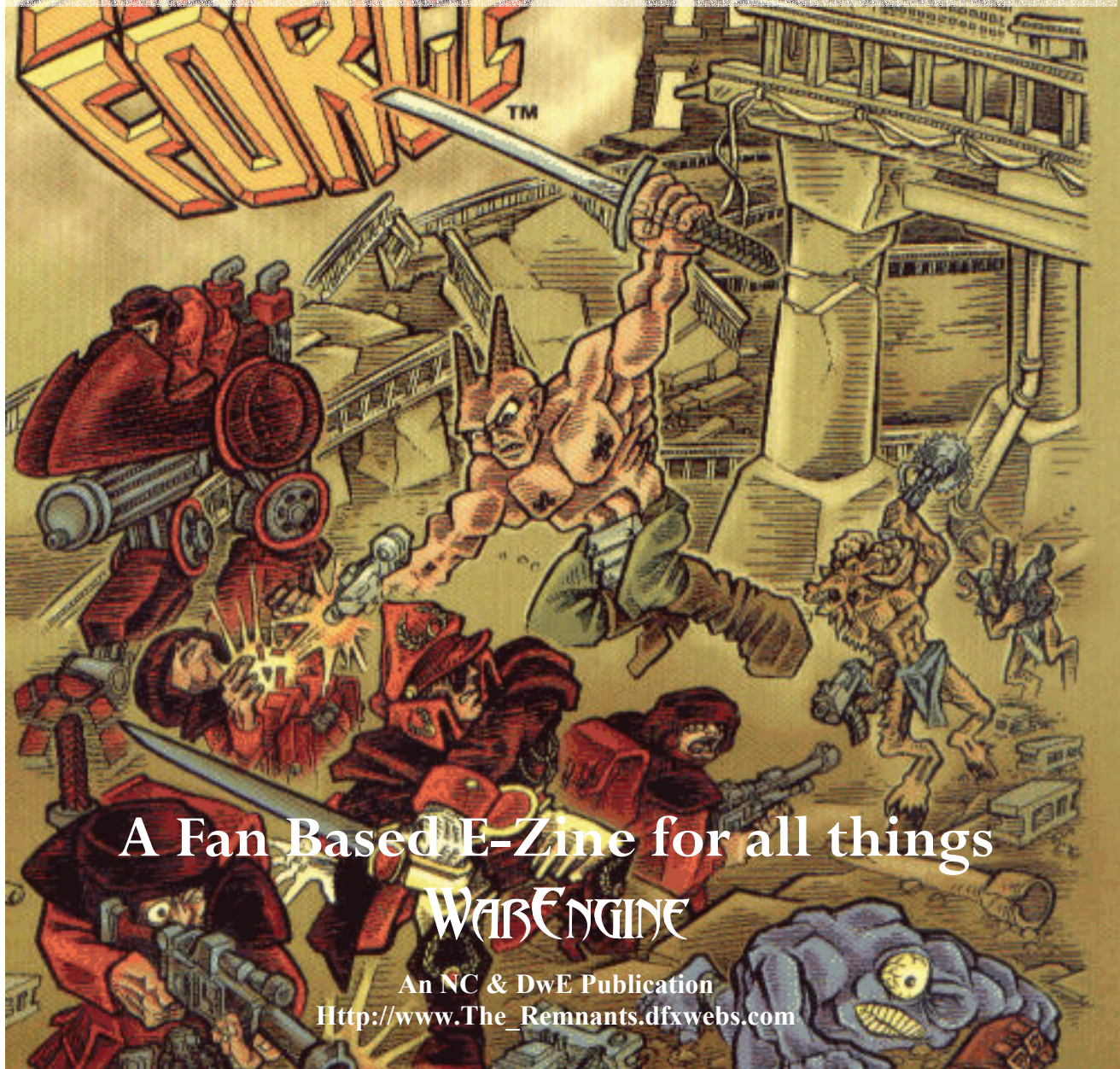


THE REMNANTS

Issue # 3



A Fan Based E-Zine for all things
WARENGINE

An NC & DwE Publication
[Http://www.The_Remnants.dfxwebs.com](http://www.The_Remnants.dfxwebs.com)

<Internal dialog:

Here we are.

-Where?

Here. Issue number 3.

-Now?

Yes.

-Shut up.

Okay.

-Shush.

Sorry.>

<cough><clear throat>

Well, issue three has arrived. To great fanfare? No, but with interest. And that's great. What's better is this issue will contain even more articles written by different authors than the previous two issues. To be straight with you, I had a fear of running out of material if The Remnants had to rely on just everything Dances & I had stored up.

But others are sharing their ideas. And this, in turn, generates more ideas.

<Internal dialog:

What about those other people inside your head?

It will be quiet or it gets the hose again!>

Ahem....

As you may have noticed, there is no 'Letters to the Editor' section. This is because we here at The Remnants believe in quick feedback. In this case, if you haven't already done so, join the WarEngine Yahoo Group. You can leave comments there and we will read them.

There are also people still playing First Edition Shock Force. I played F.E.S.F. quite a bit and enjoyed it quite a bit. Those that haven't made the jump to Second Edition, we at The Remnants feel we can offer you a bit. During it's few years of existence, lots of people created armies and house rules for the system. We are attempting to dig some of this and present it here. Keep an eye out for it in future issues.

<Internal dialog:

I think they are tired of hearing you ramble.

Who asked you?

You did, just not out loud.

Whatever. Now get back over there with the others.

But it's dark over there.

Just have one of the others hold your hand. It will be okay.

....okay.....>

So without further ado, go forth and enjoy.

Nightcrawler

<Internal dialog:

Are you done now.

Yes.

Can we get back to the song now?

Sure.

**Dancing Queen, so young and sweet, only seventeen.....>

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WARENGINE WORLD WAR II

by Dances with Emutants

These World War II rules are an adaptation of the core WarEngine rules with some modifications. That said, you will need a copy of the 2nd Edition Shockforce rules in order to play this variation. They are available from Dark Tortoise Publications at <http://www.darktortoise.com/> or send an e-mail to lostsendhelp@yahoo.com. So what is discussed here are changes or deviations from those core rules that I've used to play.

These rules were meant for 25mm to 28mm scales of figures. Originally, I had started to write these rules for 1/285th scale as I really enjoy tanks. However, after painting somewhere around 25 tanks and some 50 tiny infantrymen, I got tired and cross-eyed. Also, I came to the realization that I would need to come up with a whole new set of terrain for this tiny scale. "Well," I thought to myself, "why not just use the terrain I already have?" As I always fight my Shockforce battles in an urban setting, I had plenty of buildings to represent the war torn cities of Europe.

Anyway, these are skirmish rules representing combat on a platoon level with one figure representing one G.I. However, as you saw in our last issue, you can play with lots more figures to represent a much larger battle.

The first thing to understand is that the army lists were built using the basic troop builder charts from the 2nd Edition of ShockForce. I made some changes to these charts (additions really) but I will discuss those a little bit later. All figure types do have a point value. However, when playing WW II, I find it very important to stress when picking out an army, you decide on what strength the army should have as opposed to both players picking out a 1500 point army. Why you ask? Well, because during WW II, opposing armies were rarely equal in strength.

The army lists have point values only to decide on the strengths and weaknesses of each figure type.

As an example, lets talk about a typical unit from WWII. A U.S. rifle platoon was made up of three rifle squads. Each rifle squad was supposed to be composed of 12 men. But due to casualties, a rifle squad rarely had 12 men in it. In fact, some other games have a rifle squad at 10 men. So, you see what I mean when I say you decide, especially if you are playing a scenario.

For another example, you can look at the events that I ran this year at GenCon 2003. In my Street Cleaning event, a U.S. rifle squad was assigned to clear a section of town from any German resistance. This scenario pitted 3 squads of U.S. troops that totaled some 38 infantrymen. But the Germans had decided to leave behind a smaller force that consisted of only 20 men to delay the U.S. advance. Of course, it included four machine guns and allowed the Germans to set up inside ruined buildings of the town.

Variations for Core Rules

Let's take a look at what is different with the core rules:

Rout – Rout tests are still performed. However, they now fall under the new Morale rules and are performed after every activation. Failure no longer means the figures leave the table. This will be covered in detail under Morale.

Area Effect – This differs slightly and is noted on the army list as I-AE, meaning Infantry area effect. This means is that an I-AE area effect weapon will only affect infantry. If shot at a vehicle, the weapon will only affect one vehicle, not multiple vehicles.

Figure Types – These remain the same, with further clarification for vehicles. Light vehicles would include motorcycles and jeeps. Medium vehicles include smaller trucks, command cars, and ambulances. Heavy vehicles would cover larger trucks such as the Duce and a half. But I have added three new figure types that will cover Armored Fighting Vehicles (AFVs). These new types further deviate from the core rules by introducing different dice for rolling defense and attacks.

| Figure Types | | | | |
|--------------|--------------------|------------|--------------|-----------|
| Pts | Type | Max Tweaks | Max Hero Pts | Dice Type |
| 30 | AFV Light Veh (AL) | 25 | 8 | d8 |
| 50 | AFV Med Veh (AM) | 35 | 12 | d10 |
| 80 | AFV Hvy Veh (AH) | 60 | 14 | d12 |

These vehicle rules are still in the trial stages.

Importantly, this means infantry will not be able to take out an AFV with ordinary rifle fire. This also allows me to bring mass fire back into the game, as I had not allowed it previously. In addition, a weapon must have the armor-piercing tweak in order to affect an AFV.

Defense – The defense statistic has not really changed. But for the sake of AFVs, there are three designations. The first designation is the defense of the frontal armor of the vehicle, the 2nd statistic reflects the side armor, and the last represents the rear and top armor value. You will only pay for the highest armor value, which should be for the frontal armor.

Morale

This is where the majority of the rules vary from the core rules. Changes were made to more accurately reflect morale at the time of the conflict.

Morale becomes a more intrinsic part of the game, as soldiers are really not that brave. When soldiers get shot at, they usually “Go to Ground”, which means they dive for the nearest cover. As

such, when there is a need to do a morale check, players roll the highest Mental (MN) value in the unit. The highest ranks naturally have the higher MN values thus making it easier to pass. To pass a Morale test, a 10 or better must be rolled. But there may be some modifiers to that roll based on the Morale Level.

The reasons for taking a Morale test are listed as follows:

1. A Unit comes under fire for the 1st time.
2. A Unit taking casualties.
3. A Unit losing its leader.
4. A Unit losing half of the unit’s members to casualties.
5. A Unit that comes under fire from Suppression.

What happens when a unit fails its morale check depends on the reason for that morale check. There are two results:

If the reason for failing morale is numbers 1, 2, or 5 above:

Result: Failure of the Morale test results in the unit going for the closest cover, even if this means a unit being split apart between multiple pieces of cover. Movement to cover: If the figure did not move during its activation, it can take up to its normal movement amount to reach the closest cover. Figures that have already moved must use all their remaining movement to reach the closest cover. If the Unit has not yet activated (i.e., they are on defense), they must use half of their normal movement amount to fall back to the closest cover. This is considered a FREE movement. If a figure cannot reach cover, the figure will go prone and receive a defense bonus of +1k0. The Unit can fire their weapons, but lose all reserve fire and cannot conduct suppressing fire. On the following turn, the Unit may activate as normal. The exception to this is if suppression is still in effect, the unit must pass another Morale check to activate normally. Otherwise, they stay in cover, losing their movement and reserve until the next turn.

If the reason for failing morale is numbers 3, or 4 above:

Result: Same as above with the difference regarding movement. Movement to cover: If the figure did not move during its activation, it can take up to half its normal movement amount to fall back and reach the closest cover. Figures that have already moved must use all their remaining movement, but not exceed half of their normal movement amount, to fall back and reach the closest cover. If the Unit has not yet activated (i.e., they are on defense), they must use half of their normal movement amount to fall back to the closest cover. This is considered a FREE movement. If the figure cannot reach cover, the figure will go prone and receive a defense bonus of +1k0. The Unit can fire their weapons, but they lose all reserve fire and cannot conduct suppressing fire. On the following turn, the Unit must pass an additional morale check to activate. However, if they lost their leader, they must now try to join with another unit. All of their movement must be used to join another Unit with a leader.

Morale Level

Morale can be affected by several circumstances as noted above. But several of these circumstances can all happen within one turn. The more effects that happen to a unit, the harder it will be for them to keep their wits about them and not run for cover.

To simulate this, add up the effects that happen to a unit. The easiest way to note this is using those tiny d6 dice that are available (really, any d6 will do). When a unit starts taking fire for the first time, they are at level zero. If they take 1 or more casualties, they now move to level 1. If, before the activation is over, they lose their leader, they are now at level 2. Each effect adds 1 level. Another example is if during turn 3, a unit that has already been fired upon during a previous turn takes 1 or more casualties. This places the unit at level zero, as this is the first

effect of that turn. Additionally, if they lose their leader, they now move to level 1.

What effect Morale Level has on the actual Morale check is to make it harder to pass the test. Morale checks are made against the figure with the highest Mental statistic of the unit. The change to core rules comes into play when the morale level has increased above zero. If morale is at level zero, then a 10 or better to pass. But if the morale level is at 1, then add 1 to the base 10, and now a roll of 11 or better is needed to pass the morale test. Continuing, if the morale level is at 2, then a roll of 12 or better is required to pass the test.

| Morale Effects | Morale Level | # to meet / beat |
|------------------------|--------------|------------------|
| 1 st Effect | 0 | 10 |
| 2 nd Effect | 1 | 11 |
| 3 rd Effect | 2 | 12 |
| 4 th Effect | 3 | 13 |

As you can see, the more effects that happen to a unit, the harder it is to pass the morale check. Looking at the reasons for taking a morale test and adding the morale level to them, you will get the highest level possible in a single turn.

| Reason for Morale Check | Morale Level / Turn |
|------------------------------------------------------|---------------------|
| Unit comes under fire of any Kind. | 0 |
| Unit taking casualties. | 1 |
| Unit losing its leader. | 2 |
| Unit losing half of the unit's members to casualties | 3 |
| Unit that comes under fire from Suppression. | 4 |

Example of what can happen during 1 turn.

When to Check Morale

All units should check morale at the end of the each unit's activation phase, if needed. So if a unit has been activated, check morale at the end of that unit's activation only if a reason for

making a morale test has come up. The morale test may need to be made for a unit that was attacked by an activated unit. In other words, if a unit that was attacked and has had something happen to that unit that requires a morale check, then take a morale check for that unit as well.

It should be also noted that if a unit fails a morale check at the end of the activation, the morale level should stay with that unit. This way if that unit is attacked later in the same turn, the morale level can increase. The same applies for a unit that fails a morale test after being attacked.

Morale Example:

The new morale rules seem a little confusing so how about an example of how this works:

Sgt. Rock activates his blue squad for the first turn of the game. They move out into the French town looking for German snipers. They spread out and, finding nothing, set themselves on reserve. Now Sgt. Schultz's Wehrmacht squad activates, moves within range of Sgt. Rock's GIs and opens fire with their MG 34. PFC Jones takes one in the chest and the rest of the fire misses. Sgt. Rock orders his boys to return fire, but the Germans are embedded in cover and all shots miss. The activation is now over and morale must be checked. First, Sgt. Rock's squad must check morale. They took fire for the first time in the game, which puts them at morale level 0. And they took a casualty, which adds +1 to move them to morale level 1. They must roll an 11 or better on their morale check. Sgt. Schultz's squad took no casualties, but they were fired upon for the first time in the game. Their morale level is 0, so they must roll a 10 or better.

Suppression:

In order to suppress a force, an entire unit must give up their chance to shoot individually and fire as one entire unit. When doing so, the player must announce his unit is attempting to suppress the target. Select the most common weapon in the unit for use as the AV value to be rolled. A bonus of 1k0 is added to the roll if every soldier in the unit is firing. If every soldier cannot aid in the attack (no LoS), that bonus is lost.

Suppression fire itself is not necessarily a special type of attack. This means that the entire unit or the majority of the unit firing at the same time with the idea of keeping their opponents heads down. A suppression attack may inflict casualties and will cause a morale check to be made by the target. The suppressing unit will lose all ranged reserve attacks since they are all participating in the suppressing attack. However, they may reserve CC attacks. Once the attack starts, the suppressing unit cannot move for the remainder of that turn.

Anti-Armor Weapons:

Weapons designed to take out Armored Fighting Vehicles (AFV) should not be used against infantry. These weapons were designed to penetrate the armor plate. As such, weapons like the US Bazooka and the German Panzerfaust will not have an area effect, making their use against infantry a waste. However, these weapons also must have the Armor Piercing tweak applied to them in order for them to affect AFVs.

Anti-Armor weapons were used quite effectively against buildings, bunkers, and pillboxes. Thus, when using one of these weapons against infantry that is within a building, bunker, or pillbox, consider the structures to have the following statistics listed in the table. The defense roll for buildings deviates from the core WarEngine rules by using the dice specified in the chart.

| Structure | Df | Die | Results |
|----------------------------|-----|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Wooden | 3k3 | d8 | If hit is sustained, structure damage causes a 2k2 attack vs. any infantry inside if no hit is made, infantry inside must make morale check or become suppressed |
| Brick | 4k3 | d10 | If hit is sustained, structure damage causes a 3k3 attack vs. any infantry inside if no hit is made, infantry inside must make morale check or become suppressed |
| Concrete (Bunker, Pillbox) | 4k4 | d12 | If hit is sustained, structure damage causes a 4k3 attack vs. any infantry inside if no hit is made, infantry inside must make morale check or become suppressed |

Note: For purposes of suppression, consider that these weapons will have an Area Effect of 2x plus High Explosive (5" radius).

Prone:

Figures may elect to go prone. A marker should be used to denote this. Figures that are prone received a defensive bonus of 1k0.

Defensive Adjustments:

The following are defense adjustments for AFVs.

| AFV Defense Adjustments | |
|-------------------------|--------------------|
| Adj | Type |
| 1's = 2 | AFV Light Veh (AL) |
| 1's=2, 2's=3 | AFV Med Veh (AM) |
| 1's & 2's =3 | AFV Hvy Veh (AH) |

Armored Fighting Vehicles (AFV):

AFVs may turn during movement at no additional movement cost. Turning is not considered movement for firing and reserve purposes. A vehicle may move backwards at 1/3 its movement rate.

The following table lists some of the more common vehicles found on the WW II battlefield and what figure type they fall into.

| Vehicle | Type |
|------------------------------------------------------------|-----------|
| Motorcycle | Light |
| Jeep | Light |
| Kubelwagon | Light |
| Small Trucks (Dodge Ambulance) | Medium |
| Duece & a half | Heavy |
| Half Tracks | AFV Light |
| Light Tanks (M5 Stuart/M24 Chaffee) | AFV Light |
| Medium Tanks (M4 Sherman / Panzer IV / M10 Tank Destroyer) | AFV Med |
| Heavy Tanks (Panther, Tiger, M26 Pershing) | AFV Hvy |

Battles:

There are lots of sources on the net and in books for orders of battles. If looking to recreate a particular battle, I suggest looking these up. However, for my GenCon scenario, I came up with a scenario that recreated something that happened several times or could have happened. There were several towns and villages that the U.S. troops had to clear out all German resistance. In many cases, the German left behind a few troops just to harass and delay the U.S. advance.

Army Lists:

So far I have created basic lists for the U.S. army, British army, and the German army. I have also, with some help, created a British Commando list as well. The U.S. and German lists are the same ones that I used at GenCon 2003 this year. I am currently working on statistics for AFVs and some more advanced rules for mortars and artillery. Stay tuned for those in a future issue.

I colored coded my leaders (officers, & NCO's) so they are easier to spot them on paper. I also used that color on an index marker on the bottom of my figures to spot them on the table easier.

United States Army Infantry - 1944

The colors used for Corporal through Captain are what I use to denote leaders on the table, as the figures are so small it is hard to tell who the leaders are on the table. You should use whatever works for you. I painted this color to the back of each base or use colored tape sticking out from under the figures' base.

| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
|-----|----|-----|---------------------------|-----|-------|-----|-----|----|-----------------------------|-----|-----|------|-----|
| | 20 | T | US Infantry Rifleman | 9" | 2k2 | 3k2 | 4" | 28 | M1 Garrand Rifle | 24" | 3k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 20 | T | US Infantry Rifleman | 9" | 2k2 | 3k2 | 4" | 41 | Browning Auto Rifle - BAR | 24" | 3k3 | 2x | Bu |
| | | | | | | | | 41 | Browning Auto Rifle - BAR | 24" | 3k3 | 2x | Bu |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 24 | T | US Infantry Corporal | 9" | 2k2 | 3k3 | 5" | 28 | M1 Garrand Rifle | 24" | 3k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 32 | T | US Infantry Sgt. | 9" | 3k2 | 4k3 | 6" | 24 | Thompson SMG | 18" | 3k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 54 | C | US Infantry Lieutenant | 12" | 4k3 | 4k4 | 8" | 24 | Thompson SMG | 18" | 3k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 64 | C | US Infantry Capt. | 12" | 4k4 | 5k4 | 10" | 24 | Thompson SMG | 18" | 3k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 20 | T | US Inf Hvy MG Team Gunner | 9" | 2k2 | 3k2 | 4" | 76 | Browning .30 Cal HMG | 36" | 3k3 | 3x | Bu |
| | | | | | | | | 76 | Browning .30 Cal HMG | 36" | 3k3 | 3x | Bu |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 20 | T | US Inf Lt MG Team Gunner | 9" | 2k2 | 3k2 | 4" | 86 | Browning .30 Cal LMG | 24" | 3k3 | 2x | Bu |
| | | | | | | | | 86 | Browning .30 Cal LMG | 24" | 3k3 | 2x | Bu |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |

| | | | | | |
|----|--------------------------|-----|-----|----|----|
| 32 | Bazooka Anti-Tank Rocket | 12" | 4k3 | - | - |
| | <i>Armor Piercing</i> | | | | |
| 44 | Hand Grenade Mark I | 12" | 3k3 | 3x | Ex |

German Army Infantry - 1944

| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
|-----|----|-----|------------------------------|-----|-------|-----|-----|----|-----------------------------|-----|-----|------|-----|
| | 20 | T | German Infantry Rifleman | 9" | 2k2 | 3k2 | 4" | 26 | KAR 98k Rifle | 24" | 2k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 24 | T | German Truppfuhrer (Cpl) | 9" | 2k2 | 3k3 | 5" | 26 | KAR 98k Rifle | 24" | 2k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 32 | T | German Gruppenfuhrer (Sgt.) | 9" | 3k2 | 4k3 | 6" | 24 | MP 40 SMG | 18" | 3K2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 54 | C | German Feldwebel (Lt.) | 12" | 4k3 | 4k4 | 8" | 24 | MP 40 SMG | 18" | 3K2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 64 | C | German Hauptmann (Capt.) | 12" | 4k4 | 5k4 | 10" | 24 | MP 40 SMG | 18" | 3K2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 20 | T | German Inf MMG Gunner | 9" | 2k2 | 3k2 | 4" | 76 | MMG 42 Med Machine Gun | 36" | 3k3 | 3x | Bu |
| | | | | | | | | 76 | MMG 42 Med Machine Gun | 36" | 3k3 | 3x | Bu |
| | | | | | | | | 76 | MMG 42 Med Machine Gun | 36" | 3k3 | 3x | Bu |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 20 | T | German Inf HMG 42 Hvy Gunner | 9" | 2k2 | 3k2 | 4" | 88 | HMG 42 Heavy Machine Gun | 42" | 4k3 | 3x | Bu |
| | | | | | | | | 88 | HMG 42 Heavy Machine Gun | 42" | 4k3 | 3x | Bu |
| | | | | | | | | 88 | HMG 42 Heavy Machine Gun | 42" | 4k3 | 3x | Bu |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 20 | T | German Inf LMG Gunner | 9" | 2k2 | 3k2 | 4" | 39 | LMG 34 Light Machine Gun | 24" | 3k2 | 2x | Bu |
| | | | | | | | | 39 | LMG 34 Light Machine Gun | 24" | 3k2 | 2x | Bu |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |

| | | | | | |
|----|--------------------------------|-----|-----|----|----|
| 32 | Panzerschreck Anti-Tank Rocket | 12" | 4k3 | - | - |
| | <i>Armor Piercing</i> | | | | |
| 44 | Potato Masher Grenade M24 | 12" | 3k3 | 3x | Ex |

British Army Infantry - 1944

| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
|-----|----|-----|-------------------------------|-----|-------|-----|-----|----|-----------------------------|-----|-----|------|-----|
| | | e | | | | | | | | | | | |
| | 20 | T | British Infantry Rifleman | 9" | 2k2 | 3k2 | 4" | 28 | Lee Enfield SMLE | 24" | 3k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 24 | T | British Infantry Corporal | 9" | 2k2 | 3k3 | 5" | 28 | Lee Enfield SMLE | 24" | 3k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 32 | T | British Infantry Sgt. | 9" | 3k2 | 4k3 | 6" | 26 | Sten MK2 SMG | 18" | 3k3 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 54 | C | British Infantry Lieutenant | 12" | 4k3 | 4k4 | 8" | 26 | Sten MK2 SMG | 18" | 3k3 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 64 | C | British Infantry Capt. | 12" | 4k4 | 5k4 | 10" | 26 | Sten MK2 SMG | 18" | 3k3 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | 20 | T | British Inf Lt MG Team Gunner | 9" | 2k2 | 3k2 | 4" | 86 | Bren Gun LMG | 24" | 3k3 | 2x | Bu |
| | | | | | | | | 86 | Bren Gun LMG | 24" | 3k3 | 2x | Bu |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |

British Commandos

| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
|-----|----|-----|----------------------------------------------------|-----|-------|-----|----|----|--------------------------------------------------------|-----|-----|------|-----|
| | | e | | | | | | | | | | | |
| | 42 | E | British Commando | 12" | 3k3 | 4k4 | 6" | 26 | Sten MK2 SMG | 18" | 3k3 | - | - |
| | 15 | | <i>Sole Survivor, Stealthy, Bushwacker</i> | | | | | 8 | Close Combat(knife/bayonet) | - | 2k2 | - | - |
| | 54 | C | British Commando Sniper | 12" | 4k3 | 5k4 | 6" | 34 | Lee Enfield SMLE (modified) | 24" | 4k4 | - | - |
| | 27 | | <i>Sole Survivor, Stealthy, Bushwacker, Sniper</i> | | | | | 3 | Sniper Scope(extra 12" rnge when target in open (36")) | | | | |
| | | | | | | | | 6 | Close Combat(knife/bayonet) | - | 2k2 | - | - |

I SEE LEAD PEOPLE

A column about Miniatures

By Dances

This issue sees the debut of our miniature columns' new name. We hope you like it. We at the Remnants felt a need to change the name as this column goes in all different directions in regards to miniatures. Hence, the name change. We hope you will like the new direction of this column.

A word about World War II Figures

I figured as long as we were talking about World War II WarEngine, I would mention a few words about what figures I have used and what is available out there. This article is not necessarily a figure review as it is more of an informative article.

Most of my WW II figures were purchased from a local game shop and are from Black Tree Design Ltd. And you can find them at <http://www.black-tree-design.com>.

I have also used a few figures from West Wind Productions. You can find them at <http://www.westwindproductions.co.uk> Look for their Berlin or Bust line of figures. I have only used these two manufacturers as I play in 28mm scale, as this is what my local store has carried. Both lines include a lot of figures. To be honest, I have only purchased two blisters from West Wind for needed German machine gunners and Black Trees Design was out of stock.

Both lines include vehicles as well as infantry. Personally, I have a Sdkfz 251 German half-track, that is all metal. It was a mild challenge to assemble due to most of the parts being of poor fit. But nothing that a hammer and a hot pad could not fix!



US soldiers from Black Tree Design, rifleman and BAR.

The infantry figures are very nice though and come with a good variety of poses so you don't end up with an army of clones. Good weapon choices as well as the various types of soldiers available.

There are quite a few other manufacturers out there that I haven't mentioned but I do not have any experience with them. These include The Foundry, Easy Eight's Battleground WW II figures (now available again from Pacific Sky games), and several others.



German soldiers from Black Tree Design; rifleman and SMG.

The one thing that I want to point out about these figures is they come with a molded 1-piece base. Not bad, but with an uneven gaming cloth or trying to stand the figure on a hill, they will fall over. So what to do? Well, I mounted mine on 1-inch fender washers. And, while this was very cheap (70 washers for under \$3.00 USD), it did end up with a draw back. My urban terrain was made using a ShockForce figure to measure up things like windows and doorways. ShockForce figures are mounted on a plastic slotted base, raising the figure up just a little bit more than a fender washer. This means that my WW II figs have a hard time seeing out the windows of most of my scratch built structures.



More Germans from Black Tree Design.

The other drawback is that, when painting these figures, all of them are painted in the same color so they all look the same. Even though I paint Sgt. Stripes and Cpl. Stripes on my leaders, you cannot see them when they are on the playing table. Now, if I had mounted them on slotted bases, they would be tall enough for my windows on my buildings. I would then have been able to paint the figure's rank on the back of the slotted base or, at least, color-coded the back of the base for the figure's rank. So keep this in mind before you base your figures.

I have included a couple of photos of my US and German troops. You will note that I went with the standard field gray for the Germans and the

brown and green for the US troops. I use a lot of the Americana line of craft paints that you can get at Michael's Craft stores or at Wal-Mart. For the US troops I used Olive drab for the helmets and pants and Mississippi Mud for the field jackets. Web gear was painted with khaki and washed with brown ink. For the Germans I used Neutral Grey.



Lt. and Thompson gunner from Black Tree Design.

I plan on adding some German Panzerfaust troops in the immediate future as well as several tanks. My scenarios will expand to add one or two tanks as objectives. But then I need to work on those tank army lists.



Backside of US troops.

Enjoy until next time.

FICTION

DAWN OF THE LEVEE RATS

By StryderG

Keez sniffed the air. Good, he was still downwind of the rat brood.

It had been many days since Keez had spotted this band of nutria¹ rats in the swamps of what used to be southern Louisiana. Of course, these were not what humans would call 'normal' nutria; no, these rats were the same size as, and in some cases, larger than Keez himself. While they did not have tools, they seemed smart enough to learn how to use them.

Humph, tools. Keez had been forced to learn how to use tools. Like the rest of his brood, he was quiet and fast. The Flat Rock Brood had used those skills many times to raid the human's camps for food or to protect their territory. Those same skills, and the brood's ever growing numbers, had served the brood well when attacking other nests of rats in the crowded underworld of New York. At least, that was the case until the Flat Rock Brood ran across the Railway Brood. In the turf war that followed, every rat knew only one brood would survive.

But the Railway Brood did not use claws and teeth alone; they used tools. Human tools called guns. The bullets used in the guns dropped many of Keez's brothers even before their speed could get them close enough to use their claws. Keez was the only rat that survived the skirmish to defend the southern intersection. By the time he returned to his nest area, the Flat Rock Brood was no more. Those of his brood that survived were captured and either submitted to the dominance of the Railway brood Lord, or were killed.

Keez quickly decided that a life of slavery to another brood was not his future, so he ran. All he had was a pair of pistols, scavenged from the remains of his lost battle. Fleeing from the city, lost in the wilderness for a time, Keez was eventually taken in by a brood of a different sort. A human brood.

Before leaving the city, Keez had never seen trees, and streams and mountains. This human brood thrived in these areas. They treated Keez as a pet. They read to him the writings on his scavenged pistols, "Kahl't" they said. They taught Keez how to use, and care for these guns, and how to use other tools as well. Keez did not like the tractors and other machines, but he made himself useful, and he watched, and learned. He learned a great deal from these humans, especially in the lodge meetings. He watched, as even the strongest of the brood would submit to the will of the lodge elders, something that would never have happened in the flat Rock Brood.

But the Flat Rock Brood was gone, and he had left the human brood when the desire to find a mate consumed him. That all seemed so long ago. And now he had knowledge of tools, and leadership, and before him, a brood that was merely surviving. A brood that could be made to grow and thrive. Keez checked that his Kahl't-45's were loaded and ready. He stepped out of his hiding place so this new brood could see his challenge, and he wondered, how many he would have to kill before the rest submitted...

¹ Nutria; an aquatic rodent similar to the beaver which is bred for its fur.

DEMONBALL

By Bonecrusher

DemonBall

Second Edition (version 2.2)

Created by: Phillip Hartzog philmon@triad.rr.com

DemonBall is the blood sport of the shattered remains of America. Born in the warehouses of New Jersey, brainchild of the Organization, DemonBall uses elements from older games like Full Metal Jacket Football and Real American Gladiators, while incorporating the blood thirst of the conflict between the present day factions. The game was designed as a moneymaker for the Organization, run in abandoned warehouses and steam tunnels. The game slowly developed into a well-organized underground sport. Spoken about only in whispers, never in public, and backed by the corporate suits. Factions form teams, put them through rigorous training, and send them on to the few organized city leagues scattered through out the East and the Midwest. DemonBall has gained enough fans now that GFPN has started to broadcast a professional version called the IFL (Inter-Factional League).

The game is played in an arena, which is often constructed like a maze. Teams enter through a goal, then attempt to grab the DemonBall located in the center of the arena and move it out one of the goals. Amateur games allow teams to exit through any goal, while some professional leagues will have a designated scoring goal that changes during the match. Other than those basics pretty much anything goes, though limits on team weapons and size are enforced to keep things balanced for entertainment purposes.

The DemonBall itself is heavy (-3" to movement for any turn the ball is in a player's possession), and emits a loud noise or bright light (any model in possession of the ball may not use Stealthy or Ranger advantages). While the shape and form of the ball is left up to the arena (everything from smooth spheres to skulls to statuettes is used), it must meet the above requirements. While the DemonBall is too heavy to actually be thrown, it

may be handed between players in base to base contact (players still lose 3" of movement for possessing the DemonBall, even for only part of the turn). The winner of the game is the team that manages to carry the DemonBall through a goal. In a Death Match, the DemonBall functions as a key that opens the goal. At the end of the next turn that goal will close and any players left in the arena will be gassed till dead.

While a DemonBall team can be any size, the standard is moving toward 6 players as used by the IFL. Teams are based on legal SF2 trooper squads for each of the factions (Non-faction teams must be approved by the league coordinator). A DemonBall match will consist of 2-8 teams competing against each other, depending on the size and set up of the arena. DemonBall players are only allowed to carry small arms (base 4k3 Av max, restricted to normal faction arsenals and limits).

Amateur league teams (450 pts) are lead by a trooper level captain, and semi-pro sponsored league teams (600 pts) can be lead by a star player (elite). Amateur leagues spring up in various locals, and sponsored leagues are almost always run by the Organization. IFL DemonBall teams (750 pt) will usually have a high paid star captain (special - see below) to lead them, and a co-captain (elite). A Death Match is the grudge match super bowl of DemonBall, and teams either retire winners or are retired permanently.

Shock Force Rule Additions

Break/Morale test will not be made in DemonBall when half a team is killed, like in the standard game. However, if the team leader goes down then the rest of the team will still be treated as out of command for the rest of the game. Note that mental test for Horror Attacks, Suppression Attacks, and various Arena Events must still be made separately for each model.

Star captains are represented by special models for the faction, but in reality their stats are limited to the maximums for an elite (Mv= 18"; Def=4k3; Av=4k3; Mn=5k4; CR=8"). This allows you to give your captain some more personality without affecting team balance. To create your star captain start with the SF2 profile of the special figure you are planning to use. Next reduce its stats to the elite maximums, with a corresponding reduction in point cost for the special (for example to drop Def 4k4 to Def 4k3 would make the star captain 4 points cheaper). The same goes for the special's attacks reduce their Av and point cost. Remember that the star captain can only have 3 attacks, just like an elite trooper (and at least one of them must be a CC attack). Note giving your star captain special powers must be approved by your league coordinator, some powers like Teleport will greatly affect game play. Additionally any special powers should be unable to affect the DemonBall itself, it can not be Teleported, pushed back or frozen to a player. The player will be affected, but the DemonBall will stay where it is or be free to be taken by another player.

An Initiative deck determines initiative instead of by rolling per standard ShockForce. Each team has one card in the deck, and is activated when its card is drawn (including the star captain). After the first round, an event card is randomly added to the initiative deck (drawn from a shuffled event deck). When the event card is drawn from the initiative deck, its effects occur and it is discarded. Each additional round a number of new event cards are added to the initiative deck equal to the turn number minus one, up to a max of event cards equal to the number of teams minus one.

Some examples of events are listed below, but feel free to create your own. Just keep the following guideline in mind, events should not completely disable a team, nor should they play too large a role in determining the winner. Events can be recycled back into the event deck after the event deck has been exhausted.

The Arena

The arena can be designed in whatever fashion you desire, though it should contain many places to hide. As mentioned above a maze works well to allow teams to use tactics to gain the DemonBall, instead of just shooting it out in hopes of being the last one standing. An arena should have goals/entrances that are approximately equal distance from the DemonBall in the center. Each goal should also have enough cover, and/or be distant enough from the other goals to allow a team to enter the arena without being fired upon. Obstacles in the arena can also reduce or restrict movement as well as LOS. Below are some common types of arena obstacles:

| Obstacle | LOS | Movement |
|---------------------|------------|------------------------------------|
| Hedges | blocked | -3" to push through |
| Chain Fence | soft cover | -3" to climb |
| Concrete Walls | blocked | -6" to climb or blocks movement |
| Barbwire on top | ---- | blocks movement |
| Pool of Oil | no effect | -3" to move through |
| Pool of Oil on Fire | soft cover | Blocked |
| Pool of Toxic Waste | no effect | Must pass Mn test (Mutants immune) |
| Pool of Acid | no effect | blocks movement |

Any obstacle that requires the use of hands to overcome (like climbing a wall) leaves the player unable to return fire versus reserve shots made while they are on the obstacle (must survive the attacks before they can return fire). Arenas could also incorporate multi-levels or be interconnected tunnels, as well as built in random hazards (see Events below).

Common DemonBall Events

Designated Area: The DemonBall arena is split into different areas, usually marked with different colors. Events should be designated to each particular area. Events do not have to occur

in all areas, but areas containing entrances/goals should have the same types and chance of events.

Smoke Bomb/Steam Vent - The designated area is covered in smoke/steam till the end of the next turn. All models in the area are considered to be in light cover for purposes of ranged attacks. Either a smoke or steam cloud can be made with a cotton ball or the card itself can be used to denote the effected arena area.

Hidden Traps - Hidden traps are sprung on any models located completely in the designated area. Any models in the designated area must pass a Mn test or become trapped. Trapped models can not move till they pass a Mn test to clear their trap. A free model can clear a trap on another model by moving into base-to-base contact and passing a Mn test. With the option *Sticky Traps*, if the free model fails its Mn test, it becomes trapped too. The appropriate model (net or cage) or the card itself can denote traps.

Stink Bomb - Any models in completely in the designated area must pass a Mn test or move out of the terrain feature (or move as close to the edge as possible) on their next activation. No models may move into an area with a stink bomb without passing a Mn test. A stink bomb will last till the end of the next turn. Models with Hyperactive Metabolism and all DeadTech units are immune to a stink bomb's affects. Stink bomb clouds can be denoted with cotton balls died green or yellow, or the card itself.

Lapse in Security - Members of the crowd have managed to sneak in weapons and a gun battle breaks out. Each team member in the designated area must pass a Mn test or lose any reserve fire markers they have as they duck for cover.

Slippery When Wet - Some guts, blood or other body fluid left over from a previous match has made a section of the arena slippery. Any model that moves across the designated area loses 3" from their move for this turn only. Puddles of slippery stuff can be denoted by flat ovals of the appropriate color, or the card itself.

Shift in Maze - A section of wall or walls in the designated area move. Shifts in the maze have to be modeled into the arena itself, and decided on prior to play. Usually a designated wall in the area will shift between two locations when the event is drawn.

Goal Change (advance play only) - Denotes the current scoring goal has changed. The new goal can be determine randomly or be the goal of the next team activated. A good way to denote only one scoring goal is to have the entrances closed off (with movable wall sections or gates) as teams are activated in the second turn, with the last team activated having the active/scoring goal till this event is drawn.

Fumble - The team with the ball fumbles it, and it bounces 1d6" in a random direction (can bounce off or over walls if desired). If no one has gained possession of the ball yet, then it is launched from its stand 2d6" in a random direction.

Optional Rules

Ringers: Teams may add up to 2 players from different types of trooper squads available to their faction. So a team of Org Delinquents could have two Thugs as ringers for their team with this option.

Substitute Players: Teams may find they can't or don't want to max out the tweaks of their cheap trooper players so they can field all their allowed points at once. Instead they can purchase Substitute Players (-10 pt flaw, doesn't count toward tweak limit) to fill out their allowed point total for the team. Substitute players must be legal trooper players, and only come into play to replace players lost in a prior activation. So if a team of Broodlings lost two players in the last turn (bringing their total players down to 4), then they can bring two substitute players into play at their starting goal on the team's activation for this turn (increasing their team total back up to 6).

Separate Activation's: You activate team members separately with their own initiative card. If a team member is killed, pull its card from the deck.

League Rules

There are two simple ways to play League games. The simplest is that the team always stays the same throughout the whole season. Even if the whole team is slaughtered in a match, it will return the next week with all new players with the same stats and names (though you could choose to change their names if you wanted). All you keep track of is the team's wins, draws and losses. At the end of the season a winner is declared based on its record. The next season can then be at the same point teams or the league can decide to allow teams to be built from more points.

The second simple option for League teams involves keeping track of the individual team members on a roster. If a team member survives a match, then they gain one hero point to use in following matches. If the player actually scores the goal, then they gain two hero points. Players gain hero points up till the maximum they are allowed (4 for troopers, 6 for captains and co-captains). If the player dies, then its hero points are lost, even if the same player profile is returned to the team (a new name is usually required). These bonus hero points are not considered to increase the point cost of the team for the season. Winning the League championship is determined as above.

The third option is not simple, and record keeping intensive. During the course of the season the team members will gain experience for themselves and fame for their team. Experience can be used to make the team member more effective (buying additional tweaks, weapon upgrades or hero points), and fame points can be used to buy a 'bench'. Below are suggestions for the number of points to award in this type of league.

| | |
|-----------------------------------------|-------------------------------------|
| Player standing at the end of the match | 1 pt experience |
| Player kills another player | 2 pts experience |
| Player handles the ball | 1 pt experience |
| Player maintains possession of the ball | 1 pt experience for each full round |
| Player scores the goal | 5 pts experience |

Players can spend their experience points and buy abilities mentioned above just like spending points to purchase the member in the first place. This adds to the player and team cost. If that particular player is killed, the points are lost - unless the player manages to be saved by medics. To determine if a model is simply wounded or DOA, determine the number by which they failed their defense roll. The player then makes a second Def roll versus that number. If they roll lower than that number then they are dead, dead, dead. If they roll the same or higher, then they are simply wounded and can return for the next game (though they stay down for the rest of the current match). If the model has a hero point, they can choose to lose the hero point permanently to be only wounded - even if they fail their check. If the player is gone for good, then they must be replaced from the team's bench.

Each experience point gained by a team member gives the team a fame point. Showing up for a match nets the team a 10-point bonus, winning a match nets them a 50 point bonus. Fame points are used to purchase the team's bench just like you purchase the members of the original team. If team members are lost in a match, then they can be replaced for the next game with someone from the bench. If using the substitute rules then the sub would come from the bench during the match (note subs are considered part of the active point total).

When playing this version of league play, a few teams may start to get better till they have an unfair advantage over other league teams. To handle this set an active team point cap for matches during the season. If a team's starting players gain so many points that they exceed this

limit, then that team would have to sub them with some of its inexperienced bench players to bring the active cost of the team down below the limit. If a team gains enough experience that it can field a team in a more advance league (like be a sponsored team instead of an amateur team), then that team should move up a league and not play in the current one (usually this would

happen only at the end of a season). The person running that team could start a new team off at the original point cost, retiring his advance team till enough other teams advance for a new higher point league forms.



DemonBall; Get in on the Action!

DEMONBALL PART II

Sample Team Descriptions

By Crusher

Confessions of an Assassin

Bruno looked at the other Boys, and the back at Bullet cleaning his prized Nightstalker rifle. Bruno cleared his throat, "Huh Boss, mees and the Boys been thinking that wees needs some muscle on the team."

Bullet stopped cleaning his gun and looked at Bruno, not saying a word.

Bruno stammered out, "Wees means more firepower will gives us more options in the area, right?"

Bullet stared at him some more, till Bruno started to sweat some, then said. "Bruno I don't pay you or the other Boys to think. I pay you to shoot when I say shoot, and to bust heads when I say bust heads."

Bruno started to speak again, but Bullet stopped him with a hard cold stare. Going back to cleaning his gun Bullet stated, "Besides, this baby," patting the Nightstalker, "is all the firepower we need".

Bruno shrugged and glanced back at the boys. They seemed satisfied with the answer. They were thinking that they were well paid, and doing fairly well for a new team. As Bullet smiled he was thinking about the price on a certain DemonBall promoters head, and what he was going to do with the money once he got his chance to collect.

Bullet Boys Team Roster

Org DemonBall Team

Season Record: 2 wins, 1 loss, and 15 pts

Geneco Press Release

Geneco is proud to announce the formation of Team Geneco, our official corporate sponsored DemonBall team. Many in our Megacom have wanted Geneco to sponsor an official IFL team, and negotiations have finally cleared the way for Team Geneco.

Initial concerns over Geneco using clones of famous past and present DemonBall players have been laid to rest when guarantees were set in place to assure that team members would be recruited from within the corporation and not manufactured. Furthermore genetic modifications of team members will be limited to those normally allowed employees based on seniority and company rank. However, Team Geneco members are allowed to have any genetic deficiencies corrected, as are all employees.

"Geneco is committed to only legitimate participation in the IFL" stated Geneco PR VP Bruce Bradshaw, director of the Team Geneco project. "We want to show the IFL what ordinary players with optimal DNA can do, players with 100% pure human genes, but still better than nature could make herself" explained VP Bradshaw. Team Geneco is expected to hit the arena within two months time.

Team Geneco Roster

Megacom DemonBall Team

Season Record: 1 win, 1 loss, 14pts

Meet the GoatHeads

"Hello, this is Vonda Breezetopp. I ran into the GoatHeads before a DemonBall match, giving each other high five's, butting heads and telling norm jokes. It took little persuasion on my part

to get their team captain, Goat-T, to give an interview.”

“So tell me Goat-T, what are the GoatHeads about?”

“Well Vonda, we are here to mix it up, you know play the ball. And if some norms just happen to get embarrassed in the process, all the better.”

“Yes Goat-T, so how do you respond to your critics who say your main goal is to embarrass or hurt humans, not win the game?”

“Now Vonda, I think any who have watched our games will see that we do play the ball, not the norm. True our team hasn’t had the breaks this season, but you can’t keep a good mutie down.”

“Well Goat-T, we here at GFPN wish you and the other GoatHeads luck in your upcoming match. Now back to you Biff, tells us what the odds are doing on tonight’s match?”

GoatHeads Team Roster

Mutant DemonBall Team

Season Record: no wins, 3 losses, 4 pts

The Lab Rats

Claw could smell the nervousness of his litter. After learning to survive in secret places and dark tunnels, moving into the loud and brightly lit arena was a rough transition. However, his litter knew the importance of their mission for the brood. The brood needed arms to secure its territory, the dilapidated university; abandoned by humans for decades, but not by the lab rats they left behind.

They had survived the experiments; they had escaped their cages, and had made the scientist afraid to return. All his litter knew their proud history, just as they knew that others had become interested in their lairs. Outsiders who would take what the brood had fought, had evolved, had won, its freedom. To keep its freedom the brood now needed better arms, weapons that would rain death down upon the intruders, make them

run as once their ancestors had made the researchers run. But to get such guns they needed to get them from humans, and that meant money and contacts.

The game they called DemonBall seemed a perfect chance to do both. They could win prizes for competing and make extra money gambling on the side. And where gambling was found so were the brutish humans who call themselves Orgs, and the Orgs were contacts they could use to buy more powerful weapons. Yes his litter knew what was at stake. That was why they had volunteered to play the human game, why now they waited to enter the bright arena to fight for a steel ball, why in irony they took the DemonBall team name Lab Rats.

Lab Rats Team Roster

Gothrat DemonBall Team

Season Record: no wins, 3 losses, and 7 pts

Diary of a Skank

Scarlette looked over the Skanks. They were raring to scrap tonight, every single one of them had PMS. Nothin’ like hormones and a loaded weapon to raise all kinds a hell in the arena. Plus she and Sissie had seen their good for nothing shifty Daddy just this morning, and he wouldn’t have scaped on that pig truck if Sissie’s gun hadn’t jammed. And herself with only half a clip cause she had been in a firefight over the last Special Dark Moonpie at the Quicky Piggy the night before.

So her and Sissie were raring to kick some ass, any ass, and pretend it was Daddy. But they weren’t the only ones pissing vinegar over a man in their life. Chaquanda had caught her mother-fricking (that was from last month) husband in bed with her sister, and her number one boyfriend in bed with her other sister. That’s why I told her she had to move out of her Papa’s house, or those things would keep happening. But now she was ready to blow the crotch off anything remotely resembling male.

And Bobbie Sue, she had lost her very best coon dog this week when her brother ran over it while he was celebrating getting his truck running after only two years of working on it. The dog might have lived if it hadn't been crushed between the bumper and the tree he ran into. All I got to say is her brother was lucky he died in the crash, cause Bobbie Sue had loved that dog like she had never loved any of her brothers (and she had a new castrating knife she'd been wantin' to try out).

Yep the Skanks were going whip some tail tonight, and not bother to take names afterwards.

Scarlette Skanks Team Roster
Scarlet Brethren DemonBall Team
Season Record: 2 wins, 1 loss, 24 pts

DemonBall at Conventions

By Dances

So while Crusher was running DemonBall games back in his hometown, I decided to start something up here in the Midwest. I first started by building my own arena. This was my first real attempt at terrain building. But I was determined to make something fairly nice.



GenCon 2002 DemonBall, 2nd Edition style.

Well let's just say that what I made works. Starting with sheet Styrofoam that I got from the home improvement store I started measuring and

cutting. I cut fourteen-inch squares and added outside walls. Making the arena modular, I had decided that I wanted to be able to run six teams at a time. Hence, I cut three openings on each side that would represent the starting points or goals for each team. The end result was that I had come up with a design made up of nine pieces for a complete six-team arena. And all I had to do was to eliminate three pieces and I would then have an arena for four teams.



A Gothrat takes on two Orgs.

This arena became a great tool for demoing the game at local stores as it allowed me to run up to 6 people at a time and show them the basics of ShockForce. Now this all started during the 1st Edition days. I managed to attract five of my co-workers at my office to play the game. This is what started as my office league and ended up have a full three seasons. I even created a DemonBall Cup for the winner that was made from a large collectable stein that my company makes. Needless to say, we had a lot of fun with this league as we managed to play once a week during our lunch hour.

The next step was to take this on the road to some conventions. My first was a small local Sci Fi con in my area. Well, it was a huge hit, and I attracted players nonstop. Mostly because of the figures and the sporting theme, people had a great time at the con.

Then 2nd edition came along and I move on, as my terrain skills got slightly better. Then last



A nice overview of the action.

DEMON BALL LEAGUE

year, I decided to bring it back and update the game for 2nd edition. I registered two of these games at the 2002 GenCon and, once again, then game was a hit. I have included some pictures of my games so you can see how the arena was made.



More action from GenCon 2002.

Nightcrawler and myself are contemplating making a new arena, and of course Nightcrawler wants to make it out of Hirst Arts molds. Who knows you may see a new arena at the next GenCon!

TERRAIN BUILDING

Building a European Inn

By Richard Grove

I began this project with a simple goal. I wanted a stand-alone piece that would fit nicely on my “Carentan” (a town in France near Normandy) table, currently in development, but could also be used in almost any town or city setting. I wanted a larger than normal structure, something that would really stand out and provide tactical choices in and around the structure itself. Lastly, I did not want just another ruin; this piece was to be almost completely intact, drawing away from the standard “open-backed” ruin facade. Ok, maybe it wasn’t so simple after all.

My first step was to plunge through a pile of reference materials in search of inspiration. A few books and movies later and I had my idea. An inn, a big one, two stories tall, “L” shaped with an entrance to the 2nd floor and an attached 1-level tavern. I wanted it to have a walled court and an outbuilding as well. I pulled out some graph paper and few minutes later had a rough sketch of what I wanted.



Basic structure started using foamcore mounted on a piece of paneling.

The basic structure of the building would be of Styrofoam craft board (foamcore), mounted on a piece of 1/4” wood paneling. I laid out the pieces,

cut them out with an exacto and bladed in the window and door openings. White hobby glue dries fast and tough and in no time the main structure was standing. I included the first floor interior walls in this step to give the 2nd floor stuff something to rest on. Next I applied the trim. Slats of balsa wood, glued strategically to match some of the pictures I had seen really gave the building that European look. This was a bit time consuming, but well worth the effort. It went a long way toward creating the image I had in mind.



Balsa wood trim has been added and select pieces of paper have been torn away from the foamcore. Also note brickwork on the attached tavern walls.

The next step was tricky. I wanted to fabricate the look of fallen plaster, revealing the brickwork underneath. This is a common sight in a lot of WWII period photos and I wanted it in evidence here. I found that by peeling the cover paper off the Styrofoam board and exposing the foam underneath, the rough edge gave a good account of worn plaster. Then by scribing the foam with the brick pattern, my job seemed complete. But there’s a catch, the next step in my process would be a base coat of spray paint, and I had learned before what most aerosols will

do to Styrofoam. Think acid! So I had to spend a gooey several minutes coating each and every exposed piece of Styrofoam with a thin layer of white glue to protect it. This of course filled in my careful brick etching, but it only took a second to redo the grooves once the glue was almost, but not quite dry.



Close up of the interior walls and supports for the roof.

Now came the first paint coat. I chose a sand-textured tan paint to give the rest of the paint something to stick to and lend a little character. Not too much mind you, I didn't want stucco, just a little grainy look to the plaster. I sprayed this on lightly and quickly wiped away the excess from the trim, not wanting to cover the wood grain. I suppose the trim could be put on afterward, but then some delicate painting would be required. I was in a hurry. After this dried, I covered the entire building in a coat of extra-flat black. All this paint really seals the thing together and by now it had an almost resin toughness to it. Lastly I hit it with a very light and random coat of light gray. I left most of the corners and such purposely dark in this last step as it creates a feel of scale and size, not to mention a worn look.

Brushwork came next, whitewashing the walls, adding a bit of color to some of the interior rooms, and particularly painting the trim. The exposed brickwork, sticking through the plaster was a careful paint job, to really make those bricks jump out at you. My scoring job had flattened with all the paint and I had to improvise

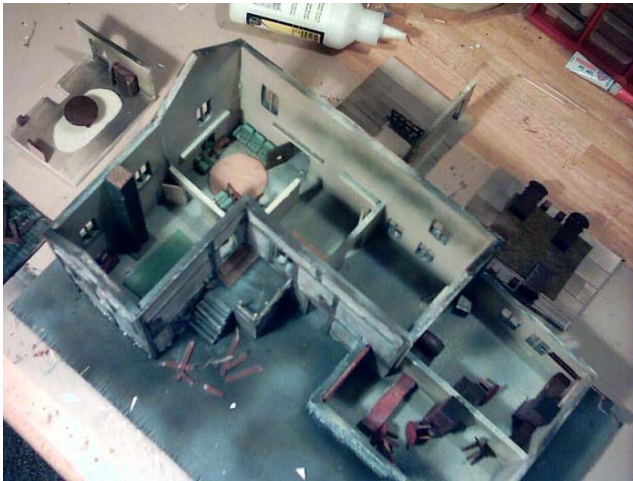
with the paint a bit to get the effect I had intended. At this point I decided I wanted to do something different with the exterior of the tavern section. I would have liked stonework, but didn't have a mold or patience to build it with modeling clay. So I decided on an experiment. I spread a thin layer of wall mud (the kind used to patch sheet-rock) over the surface and when almost dry, pressed in a loose brick pattern with the edge of a ruler and a dull knife. Not an architectural masterpiece but once painted I felt sure it would give an interesting effect. That was my key here, as well as many of my buildings. I'm not trying to build a museum piece complete with accurate representations of construction processes, but only an interesting model that will look neat on the table, not cost a bundle and not take a week to build.

After the initial paint job I got to work on the interior. Cutting Styrofoam board to size, I covered each with a layer of Popsicle sticks to simulate floor planking and painted each. Interior walls were built up and each piece made to fit inside the structure. The trick here is to make these modular sections easily removable but secure enough to hold several heavy figures. Most of the weight is born by the interior walls of the floor below, but here and there I glued a brace on the wall to help secure the 2nd floor. Once the structure was complete I started work on the details.



The roof pieces added as a trial fit before the detail is added.

A few sticks of furniture for appearances, the stairway (a delicate model of balsa wood) and a couple small felt cutouts for rugs and the interior is completed. A couple barrels and balsa wood tables in the tavern filled it out. Try to remember this isn't a dollhouse we are building, but a completely intact but empty building looks a bit strange. A piece of furniture or two per room is plenty.

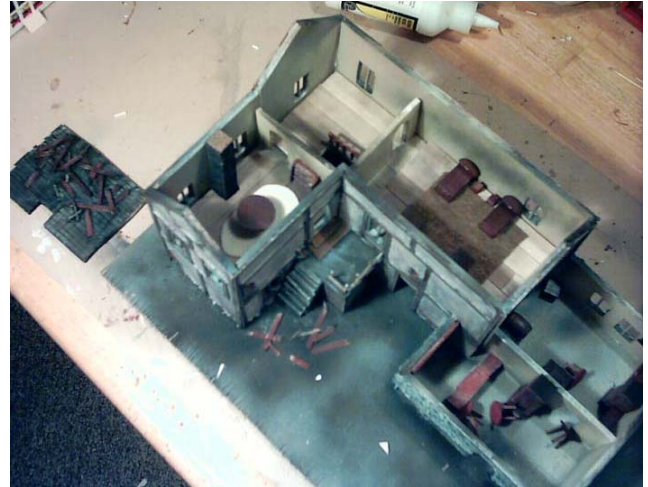


Interior details are added, furniture and carpeting.

The roof was next and actually one of the easiest to complete. A sheet of balsa wood cut to shape and scored with a ballpoint pin to simulate individual planks makes a decent roof texture. Not as impressive as shingles or tile, but this piece was already taking a lot of time and I had to cut a corner somewhere. The roof was braced with balsa wood beams to hold its shape when removed and the whole thing sprayed flat black and dry-brushed as weathered wood. The roof of the tavern was a bit different. Again, here the goal was to lend it a neat look and not necessarily a perfectly to scale form. I overlapped some Popsicle sticks here and gave it a heavy overhang. After a painting the effect was close to what I was looking for. The chimneys were done via quick modeling clay job and paint.

I decided late to breach the roof at some point and expose an attic space. Some exacto knife work and good use of balsa scraps completed this idea and gave a nice hideout for snipers in

future games. The attic floor was fabricated as the other levels, painted and fit into place.



Another view of the interior details along with a good shot of the outside stairs.

The exterior stairway was next. A little delicate balsa wood modeling here and a paint job really set off this area well without a lot of effort. I think it is the most interesting point on the model. The railing was made from some fancy cocktail toothpicks I picked up at the market, detailing added just the right touch.



A shot of the interior of the tavern.

Essentially, at this point the piece was complete. Now onto the courtyard. I molded the walls from modeling clay and dry-brushed them to effect. The little outbuilding was scratch built with some balsa wood scraps and a little paint. No real detail here, as the attention should be on the Inn. Lastly, I sprinkled a little railroad

ballast in the courtyard for effect and painted up some sponge scraps for a shrub or two and I was finished.



The finished inn complete with paint, but no courtyard yet.

After a drying completely I went back and dabbed the courtyard and greenery with polyurethane to secure and protect it. Then a good coat of Matte Finish was sprayed across the entire model to take the shine off and protect the paint job. As an after thought I added some balsa-wood interior doors then finally proclaimed the job complete, again.



Good shot of the finished inn from the front.

I've found, like any artist, you can dabble at a piece to death. Sooner or later you just have to declare it done and move on. A few days later you can always make the adjustments you were thinking of, but normally, after a little time

away, the piece looks better than you remembered and your content the way it is.

This was a fun project, and I felt I had succeeded in the goals I had set for myself. In addition, I learned some valuable lessons that would be put to use in my next piece, a European church, complete with bell tower. All in all I estimate a total cost in materials of about \$6.00 and 6 hours work. Not bad for a 20"X16" fully detailed piece.

With the cost of these materials so inexpensive you can afford to experiment a little, and with each piece you learn a bit that makes you next scratch building project a little better. Give it a try!



The completed inn with courtyard and a German tank for scale.



Here is a recently completed Church that Richard has done.

FICTION

Walk on

By Nightcrawler

The sun of the temperate Midwest warmed the dark clothes he wore, but he did not feel it.

He walked on.

He had worn holes in the boots days ago and his bare flesh rubbed against the terrain he covered, but he did not feel it.

He walked on.

He traveled for days without stopping for rest or food. Such torture would have killed a living man, but he did not notice it.

He wasn't a living man.

He was a dead man.

He walked on.

Since his AI had transferred control to the organic portion of his brain, Nightcrawler had been almost constantly on the move. His natural fight-or-flight mechanisms were in overdrive, pushing him away from the battle scene of a week ago. His mind, enhanced by the nanites, mulled over ideas and outcomes faster than any supercomputer of just a decade earlier.

DeadTech would be proud of their product.

But the thoughts he processed were not DeadTech code. Would the extraction team realize, or even care, that neither Nightcrawler nor his body was found? Would the AI regain control of him? What exactly was he to do now?

Then his brain created new idea threads.

Who am I? How did I get this way? What am I to do?

Almost immediately, small flashes of memories drifted through his mind like glimpses on the edge of his vision. He could not comprehend them, but feared that this may be the only time he would be able to access them. He quickly converted them into Audio/Visual files and dropped them into long-term storage. He would analyze them later.

That was one thing he was glad of: he could access most peripheral devices without need of the AI. But he had no direct link to his source code without tunneling into the AI. He had but a few subroutines available to him.

And, yes, he was 'glad', as much as he could remember that emotion. The body had lost most of its sensations in an analog way, but emotions seemed to still exist. His mind, it appeared, was not as broken as his body during *conversion*.

Unless he was crazy. A dead person strolling in the sun was crazy, wasn't it?

Nightcrawler stopped walking.

He laughed. He laughed long and hard. But it was not a laugh of release or to cleanse the demons of one's soul. It was not the laugh of love or humor. It was a hard, inorganic thing challenging the dark irony of it all. It rang through the wastelands that were once green with crops and vegetation. Its mere presence seemed to dim the cheery skies filled with pink and crimson clouds of toxins.

And when it suddenly stopped, the emptiness it left was even more terrifying.

The Midwest was a place of constant battle between the Factions. The Orgs attempted to move in on the river and land-based casinos ran by the Vengequan. Megacorps, of course, wanted to get a piece of that action while holding Mutants from the heavy industrial sectors at bay. Sewer and River Gothrats lived beneath it all, snatching bits and pieces. All had to deal with the redneck Brethren hidden in the hills with their whiskey stills and purebred hatred.

DeadTech was a relative newcomer to the area. He would have to look long and hard to find haven, even if he did chance entering a DeadTech facility. Most of the company's

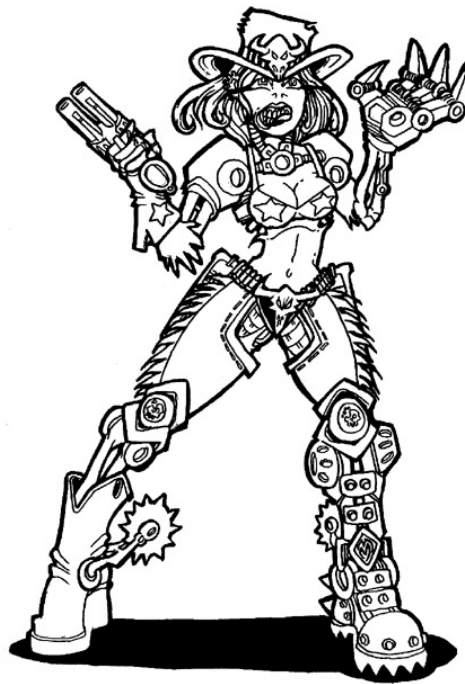
facilities were lights-out and fully automated, especially in newly expanded areas. No need to waste *non-enhanced* personnel where a robot or computer does everything needing to be done.

Would his ID still work? Would it reset the AI in his brain out of its loop? Would the over watcher system recognize that he was 'not right'? His organic brain had no idea how to even interface with the DeadTech systems.

But something drove him on; telling him an outpost for his new life lay ahead, somewhere.

He could feel it.

He walked on.



WARENGINE SCENARIOS

One Night in France –

A World War 2 War Engine Scenario by Jason Wilsey

British Special Forces Objective:

The British Commandos must rescue a captured French spy. He must be taken alive at all costs and soon. The information he has collected is of vital importance.

It is rumored that the interrogating German SS officer is none other than the dreaded Hauptmann (Captain) Otto Schmutzig. Soon the spy will break and tell the Germans about the allied invasion.

The Commandos must go in under the cover of darkness and rescue the spy. They must avoid German patrols and detection until the time is right.

Allied Command states that the Commandos may kill the German Captain as a target of opportunity; but it is imperative that the spy is saved.

Game Results:

British forces may declare a **major victory** if they save the spy before he talks (turn 5) and the German Captain is killed.

A **minor victory** if the spy is saved and the German Captain survives.

Total defeat if the spy talks and dies (anytime after turn 6).

German Objective:

The capture of the spy was a stroke of luck. The German's have sent for the best; and Hauptmann (Captain) Otto Schmutzig of the German SS is the best.

Arriving after supper he has decided to visit the spy. After the injection of truth serum, he will begin talking soon. He goes outside to inspect the Germans that are stationed there. And when he returns he will have the information he wants.

He has ordered many patrols to search the bombed out city; looking for the spy's cohorts. Two soldiers also guard him. Nothing can stop us now.

Game Results:

German forces may declare a **major victory** if the German Captain enters the room with the spy (after turn 5). Then killing the spy anytime afterwards.

A **minor victory** if the spy is slain before or after turn 5. Remember the Captain must have the spy talk for total victory and must protect him until he does.

Total defeat if the spy is saved before the German Captain questions him.



Hauptmann (Captain) Otto Schmutzig
Figure by Black-Tree Designs

Army Lists – One Night in France

British Commando 1

| QTY | PV | Type | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
|-----|----|------|----------------------------------------------------|-----|-------|-----|----|----|--------------------------------------------------------|-----|-----|------|-----|
| 4 | 42 | E | British Commando | 12" | 3k3 | 4k4 | 6" | 26 | Sten MK2 SMG | 18" | 3k3 | - | - |
| | 15 | | <i>Sole Survivor, Stealthy, Bushwacker</i> | | | | | 8 | Close Combat(knife/bayonet) | - | 2k2 | - | - |
| 1 | 54 | C | British Commando Sniper | 12" | 4k3 | 5k4 | 6" | 34 | Lee Enfield SMLE (modified) | 24" | 4k4 | - | - |
| | 27 | | <i>Sole Survivor, Stealthy, Bushwacker, Sniper</i> | | | | | 3 | Sniper Scope(extra 12" rnge when target in open (36")) | | | | |
| | | | | | | | | 6 | Close Combat(knife/bayonet) | - | 2k2 | - | - |

British Commando 2

| QTY | PV | Type | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
|-----|----|------|----------------------------------------------------|-----|-------|-----|----|----|--------------------------------------------------------|-----|-----|------|-----|
| 4 | 42 | E | British Commando | 12" | 3k3 | 4k4 | 6" | 26 | Sten MK2 SMG | 18" | 3k3 | - | - |
| | 15 | | <i>Sole Survivor, Stealthy, Bushwacker</i> | | | | | 8 | Close Combat(knife/bayonet) | - | 2k2 | - | - |
| 1 | 54 | C | British Commando Sniper | 12" | 4k3 | 5k4 | 6" | 34 | Lee Enfield SMLE (modified) | 24" | 4k4 | - | - |
| | 27 | | <i>Sole Survivor, Stealthy, Bushwacker, Sniper</i> | | | | | 3 | Sniper Scope(extra 12" rnge when target in open (36")) | | | | |
| | | | | | | | | 6 | Close Combat(knife/bayonet) | - | 2k2 | - | - |

French Spy

| QTY | PV | Type | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
|-----|----|------|-------------|-----|-------|-----|----|----|--------|-----|----|------|-----|
| 1 | 38 | E | French Spy | 12" | 3k3 | 4k4 | 4" | - | - | - | - | - | - |
| | | | | | | | | | | | | | |

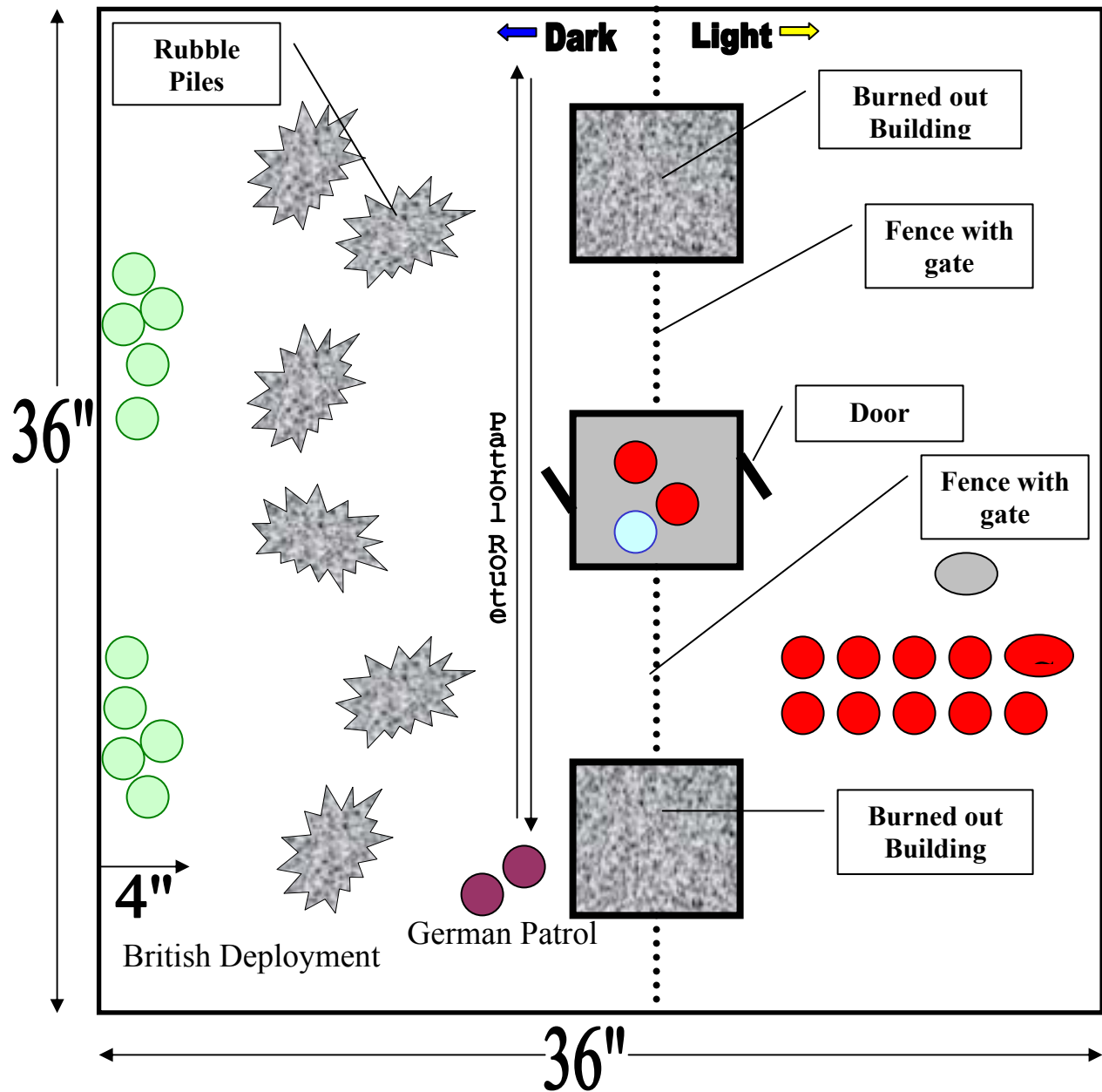
| German Commanding Officer | | | | | | | | | | | | | |
|---------------------------|----|-----|--------------------------|-----|-------|-----|-----|----|-----------------------------|-----|-----|------|-----|
| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
| 1 | 64 | C | German Hauptmann (Capt.) | 12" | 4k4 | 5k4 | 10" | 18 | Luger P-08 Auto Pistol | 12" | 2k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | | | | | | | | | | | | | |







| German Troops Under Inspection | | | | | | | | | | | | | |
|--------------------------------|----|-----|----------------------------|----|-------|-----|----|----|-----------------------------|-----|-----|------|-----|
| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
| 1 | 32 | T | German Gruppenfuhrer (Sgt) | 9" | 3k2 | 4k3 | 6" | 24 | MP 40 SMG | 18" | 3K2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| 1 | 24 | T | German Truppfuhrer (Cpl) | 9" | 2k2 | 3k3 | 5" | 26 | KAR 98k Rifle | 24" | 2k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| 10 | 20 | T | German Infantry Rifleman | 9" | 2k2 | 3k2 | 4" | 26 | KAR 98k Rifle | 24" | 2k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | | | | | | | | | | | | | |

| German Troops Guarding French Spy | | | | | | | | | | | | | |
|-----------------------------------|----|-----|--------------------------|----|-------|-----|----|----|-----------------------------|-----|-----|------|-----|
| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
| 2 | 20 | T | German Infantry Rifleman | 9" | 2k2 | 3k2 | 4" | 26 | KAR 98k Rifle | 24" | 2k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | | | | | | | | | | | | | |

| German Troops On Patrol | | | | | | | | | | | | | |
|-------------------------|----|-----|--------------------------|----|----------|-----|----|----|-----------------------------|-----|-----|------|-----|
| QTY | PV | Typ | Description | MV | DF/DF | MN | CR | PV | Weapon | Rng | AT | I-AE | AET |
| 2 | 20 | T | German Infantry Rifleman | 9" | 2k2 | 3k2 | 4" | 26 | KAR 98k Rifle | 24" | 2k2 | - | - |
| | | | | | | | | 4 | Close Combat(knife/bayonet) | - | 1k1 | - | - |
| | | | | | | | | | | | | | |
| | | | Lieutenant | | Sergeant | | | | Corporal | | | | |

The Map

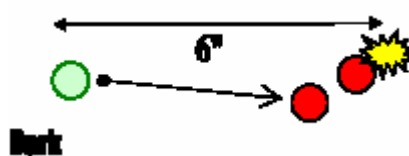


- | | | |
|------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
|  British Commando |  German Soldier |  German Sergeant |
|  French Spy |  German Patrol | |
| |  German Captain | |

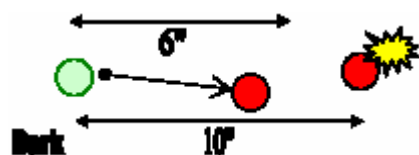
Special Rules:

The British Commandos have **silenced weapons** for this scenario. As a result German units may only sound the alarm if the fired weapon is within 6 inches of any German or if they are shot at and not killed. The examples below are using the nighttime combat rules.

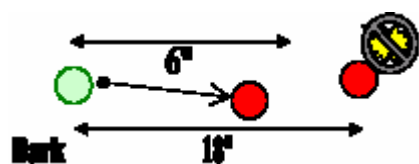
The Commando fires his silenced SMG at the German. He kills him but his cohort heard the shot and sounds the alarm. If the German were alone no one would sound the alarm.



The Commando fires his silenced SMG at the German. He kills him but the other German did not hear the shot. No alarm. If this German was facing the direction of his fallen friend he would sound the alarm.



The Commando fires his silenced SMG at the German. He kills him but the other German did not hear the shot. No alarm. If this German were facing the direction of his fallen friend he still would not sound the alarm due to the darkness of night.



Nighttime Combat is handled a little differently. Due to the **dark** both sides can only see 10 inches. The only exception to this is the area where the inspection is taking place. Normal

sighting rules apply to the right of the fence due to the streetlights.

If a firefight is to happen under the cover of darkness, shooting beyond the 10 inches into darkness, the AT roll suffers a -3. Take in account for cover, it will be very hard to hit a target in the dark.

Shooting from the darkness into the light has no penalty.

The German Sergeant does have a single use **flare gun** that he may use to remove the darkness from the board for 2 full turns. This will allow the Germans to fire upon the British Commandos without the -3 penalty due to the dark.

The French spy has been beaten and is now drugged. His maximum movement is temporarily 4 inches.

This movement may be increased to half his movement (6 inches) if one Commando carries him or to his normal movement rate (12 inches) if two Commandos help carry him.

These Commandos may take no actions other than movement.

Once the alarm is raised, the Germans are allowed to move the troops being inspected. The Germans may only move the spy if the Captain is in base contact.

The German patrol will walk the length of the map before turning around following the patrol route.

ODDZ & ENDZ

By Dances with Emutants

Here The Remnants introduces another new column that you will see with some regularity. Oddz & Endz is a column that is meant to clean up any loose ends left in previous issues. It will state any corrections to errors that we may have made, give credit due where it is due, present pieces of articles that we may have accidentally left out and present pictures that we did not have any room for (or just plain old screwed up and forgot to include)!

Which brings us to this issue's Oddz & Endz. Last issue we presented the Diary of a GenCon

Gamer, which was a day-to-day log of what happened to Nightcrawler at the GenCon 2003. Well, within that journal Nightcrawler related what he found on Wednesday night upon arrival at the hotel on the eve of GenCon. As you may remember, he opened his briefcase and find to his horror that his bottle of Crazy Glue had spilled all over its contents, thus fusing one of his tape measure to a 2nd Edition Rulebook.

So with out any further introductions, here is the picture of Nightcrawler's new invention: The Rulebook with built-in Tape Measure.



ShockForce Rulebook/Tape Measure hanging in Nightcrawler's Basement.

I SEE LEAD PEOPLE

A column about Miniatures

By Dances

Alright. The second installment this issue is just a quick update to let you know how progress is going on one of our newest miniatures in the ShockForce line.

As you saw in our last issue, we have gotten the services of Drew Williams

<http://www.jwdc.com/dw/index.html>

If you remember, he was the sculptor of the original line of DeadTech figures and the Gwar line of miniatures as well.

The update we have for you this issue is that the new Longhorn Mk II has been completed and

is ready to go to the moldmaker. It won't be long before you will be able to buy this bad boy. So keep your eyes peeled to this column and watch for a future update as to when and where you can pick one of these NEW ShockForce miniatures. Hopefully, we will have some finished pictures of the new Mech Rats.

Until the next update, here is the finished Longhorn Mk II.



CREDITS PAGE

This is where we want to take a few lines and give credit where credit is due. First things first, we want to give credit to the game that got us hooked, ShockForce. Without this game, First or Second edition, we would not be toiling over this E-Zine. Let's face it: we love ShockForce and the WarEngine rules.

The rules do live on. Dark Tortoise has taken up the reigns and, hopefully, we will see some new products very soon. Visit them on the web at <http://www.DarkTortoise.com>.

For our third issue we would like to thank the following folks.

Jason Wilsey – World War II Scenario.

Richard Grove – Terrain Article.

Phillip Hartzog – DemonBall

StryderG – Dawn of the Levee Rats - Fiction

WARENGINE ON THE WEB

Please frequent the following sites on the internet for more info on WarEngine and ShockForce.

<http://www.darktortoise.com/> - Dark Tortoise Web Site

<http://www.geocities.com/MotorCity/Garage/8226/minis.html> - This is The Dragon's Page

<http://www.voicenet.com/~johnkrim/Marines.html> - Aliens in SF

<http://www.geocities.com/Area51/Hollow/9428/index.html> - Quzybuk's Page

<http://www.angelfire.com/or/ShockForce/> - Seventh Omen

<http://www.geocities.com/nightcrawler51/> - Nightcrawler's Page

<http://home.sprynet.com/~graylg/index.htm> - Viper's Page

Next Issue: More fiction, continued DemonBall coverage, World War II WarEngine, and more.

Until then, **PLAY THE GAME!**